AMENDMENTS TO THE CLAIMS:

This listing of claims will replace all prior versions and listings of claims in the application:

1.   (Currently Amended) A computer program product, tangibly embodied in a computer-readable storage medium, comprising instructions operable on a client computer to:

provide on a client computer a user interface for a computer program application, the user interface being operable to receive input from a user interacting with the client and from the input to generate user interaction events;

~~detect a period of inactivity comprising a predefined time interval where no user input is received;~~

~~after detecting the period of inactivity,~~ identify on the client one or more possible user interaction events while the user interface is in a current user interface state, the possible user interaction events being user interaction events that would arise from an input the user interface could possibly receive <u>from the user</u>[[,]] in the current user interface state<u>,</u> ~~from the user~~;

<u>determine an estimated likelihood for the possible user interaction events to occur based on a history of previous user inputs to the user interface;</u>

<u>select one or more of the possible user interaction events to pre-process based on the estimated likelihoods for the possible user interaction events;</u>

pre-process ~~one or more of~~ the <u>selected</u> possible user interaction events to generate one or more possible user interface states;

store the one or more possible user interface states for later use;

pre-render one or more of the possible user interface states to generate one or more possible user interface appearances while the user interface is in the current user interface state; and

store the one or more possible user interface appearances for later use.

2.   (Original) The product of claim 1, further comprising instructions to:

receive an actual input from the user and, if one of the possible user interface states corresponds to a user interaction event that arises from the actual input from the user, make the corresponding one of the possible user interface states the current user interface state.

3.   (Cancelled)

4.   (Previously Presented) The product of claim 1, wherein the instructions to pre-render one or more of the possible user interface states comprise instructions to generate code to render the corresponding user interface states.

5.   (Original) The product of claim 4 wherein the code to render the corresponding user interface states comprises HTML (Hypertext Markup Language) code.

6.   (Previously Presented) The product of claim 1, further comprising instructions to:

receive an actual input from the user and, if one of the possible user interface states corresponds to a user interaction event that arises from the actual input from the user, making the corresponding one of the possible user interface appearances a user interface appearance of the current user interface state.

7.   (Original) The product of claim 1, further comprising instructions to:

specify an order for pre-processing possible user interaction events.

8.   (Canceled)

9.   (Currently Amended) The product of claim [[8]] <u>1</u>, wherein:

the user interface comprises a control having instructions to establish <u>the estimated likelihoods for the</u> ~~estimates of the likelihoods of generating~~ possible user interaction events ~~from user interaction with the control; and~~

~~the instructions to estimate the likelihood of the one or more possible user interaction events comprise instructions using the estimates established by the control.~~

10.   (Cancelled)

11.   (Original) The product of claim 1, wherein:

the instructions to pre-process one or more of the possible user interaction events to generate one or more possible user interface states comprise instructions to obtain data from the application for possible user interface states.

12.   (Currently Amended) The product of claim 1, wherein ~~the instructions to identify on the client one or more~~ each of the selected possible user interaction events ~~comprise instructions to include as possible user interaction events only those possible user interaction events having an~~ has estimated likelihoods ~~likelihood~~ of occurrence exceeding a threshold, and the possible user interaction events other than the selected possible user interaction events have estimated likelihoods that do not exceed the threshold.

13.   (Original) The product of claim 1, wherein:

the computer program application is a program running on a server computer in data communication with the client computer; and

the instructions to provide a user interface on the client computer comprise instructions to provide the user interface in a Web browser.

14.　　　(Currently Amended) A computer implemented method, comprising the steps implemented by one or more computers of:

providing on the client computer a user interface for a computer program application, the user interface being operable to receive input from a user interacting with the client and from the input to generate user interaction events;

~~detecting a period of inactivity comprising a predefined time interval where no user input is received;~~

~~after detecting the period of inactivity,~~ identifying on the client one or more possible user interaction events while the user interface is in a current user interface state, the possible user interaction events being user interaction events that would arise from an input the user interface could possibly receive from the user[[,]] in the current user interface state, ~~from the user~~;

determining an estimated likelihood for the possible user interaction events to occur based on a history of previous user inputs to the user interface;

selecting one or more of the possible user interaction events to pre-process based on the estimated likelihoods for the possible user interaction events;

pre-processing ~~one or more of~~ the selected possible user interaction events to generate one or more possible user interface states;

storing the one or more possible user interface states for later use;

pre-rendering one or more of the possible user interface states to generate one or more possible user interface appearances while the user interface is in the current user interface state; and

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storing the one or more possible user interface appearances for later use.

15.   (Original) The method of claim 14, further comprising:

receiving an actual input from the user and, if one of the possible user interface states corresponds to a user interaction event that arises from the actual input from the user, make the corresponding one of the possible user interface states the current user interface state.

16.   (Cancelled)

17.   (Original) The method of claim 14, further comprising:

specifying an order for pre-processing the possible user interaction events.

18.   (Currently Amended) An apparatus, comprising:

a client computer means for implementing a user interface for a computer program application, the user interface being operable to receive input from a user interacting with the client and from the input to generate user interaction events;

means for detecting a period of inactivity comprising a predefined time interval where no user input is received;

means for identifying one or more possible user interaction events while the user interface is in a current user interface state, the possible user interaction events being

user interaction events that would arise from an input the user interface could possibly

receive from the user[[,]] in the current user interface state, from the use;

means for determining an estimated likelihood for the possible user interaction

events to occur based on a history of previous user inputs to the user interface;

means for selecting one or more of the possible user interaction events to pre-

process based on the estimated likelihoods for the possible user interaction events;

means for pre-processing one or more of the selected possible user interaction

events to generate one or more possible user interface states;

means for storing the one or more possible user interface states for later use;

means for pre-rendering one or more of the possible user interface states to

generate one or more possible user interface appearances while the user interface is in

the current user interface state; [[and]]

means for storing the one or more possible user interface appearances for later

use[[,]]; and

a processor for implementing at least the means for pre-processing

wherein the means for identifying identifies one or more possible user interaction

events after the means for detecting detects the period of inactivity.

19.   (Previously Presented) The apparatus of claim 18, further comprising:

means for receiving an actual input from the user and, if one of the possible user

interface states corresponds to a user interaction event that arises from the actual input

from the user, making the corresponding one of the possible user interface states the current user interface state.

20.   (Cancelled)

21.   (Original) The apparatus of claim 18, further comprising:

means for specifying an order for pre-processing the possible user interaction events.

22.   (Previously Presented) The product of claim 12, further comprising instructions for raising or lowering the threshold.